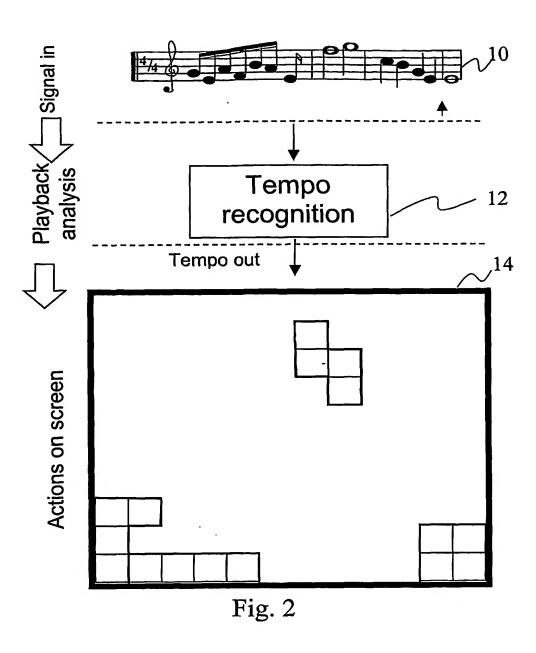
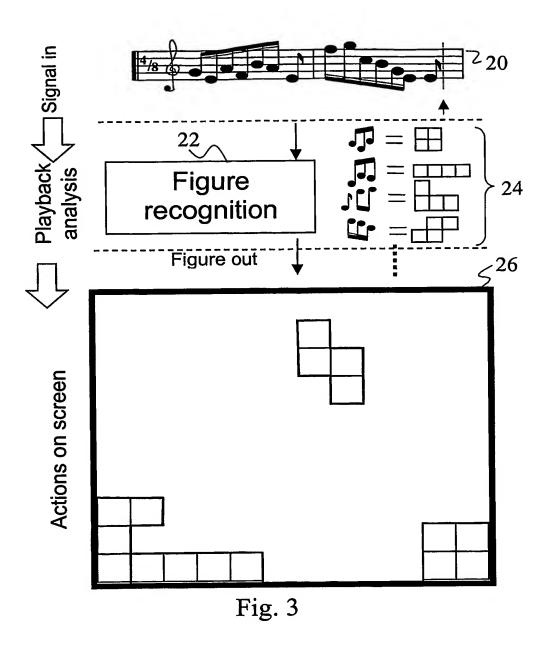


## Playback controlling the game, e.g.:

- speed of the enemies
- speed of the game
- number of the enemies
- causing sudden earthquakes

Fig. 1





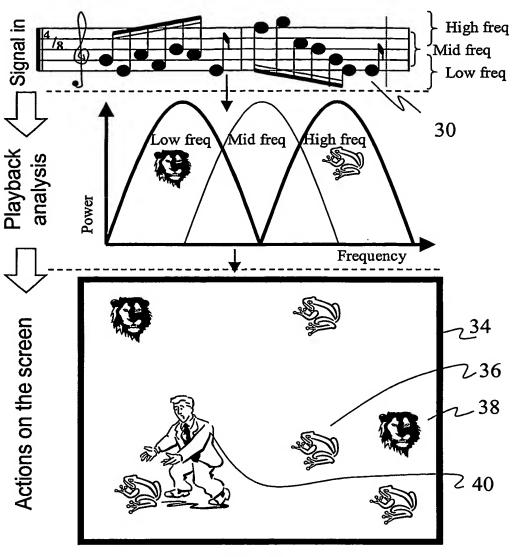
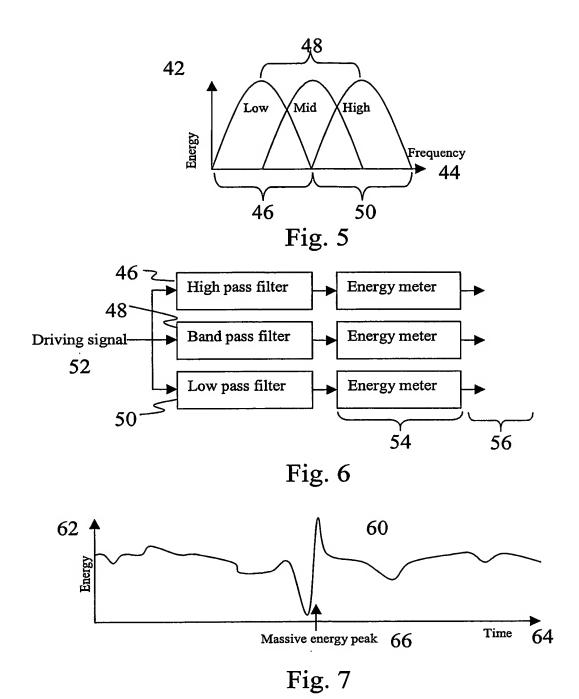


Fig. 4



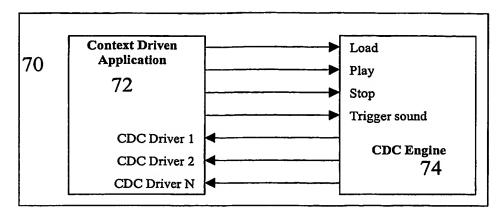


Fig. 8

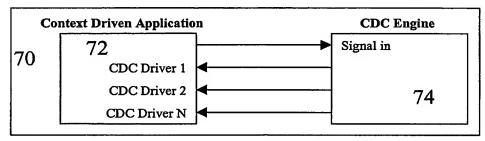


Fig. 9